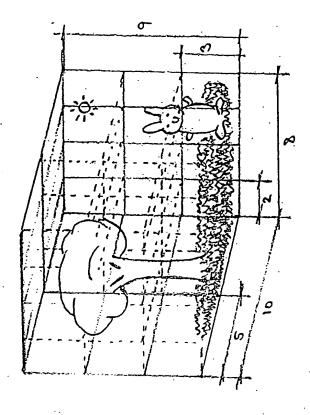


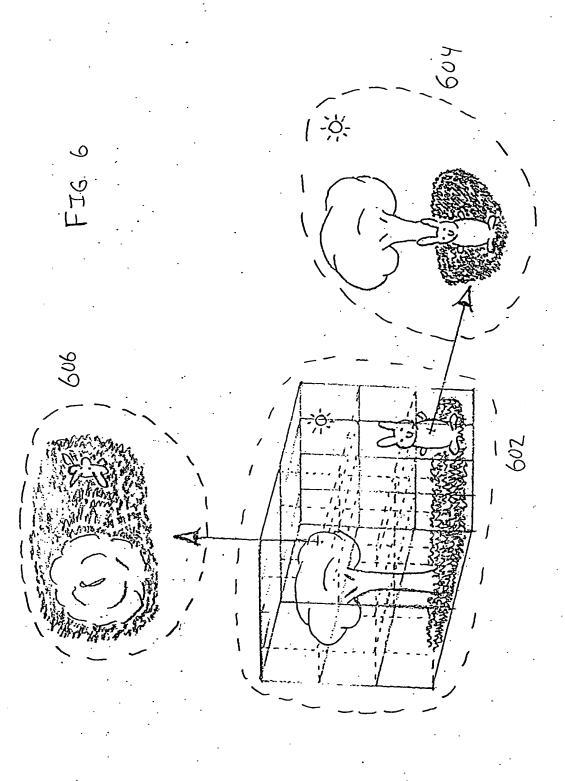
四6.3



打6.4

Figure 5

	Method for Presenting Three-Dimensional Computer Graphics Images Using Multiple Graphics Processing Units
502	Allocate, to Each GPU, 3-D Computer Graphics Data Such That Each Allocated 3-D Computer Graphics Data Corresponds to a Portion of the Scene That Comes Within the Rectangular Subvolume to Which That GPU Has Been Assigned
	
504	Determine the Viewing Position
506	Communicate the Viewing Position to Each GPU
508	Render, at Each GPU, Allocated 3-D Computer Graphics Data
510	Order Rendered 3-D Computer Graphics Data Based on Locations Between the Determined Viewing Position and Each Rectangular Subvolume
512	Blend, With an Image Combiner, Rendered 3-D Computer Graphics Data
514	Repeat Step 512, at Subsequent Stages of Image Combiners, If the Output of One or More Image Combiners Is an Input for Another Image Combiner
516	Present, for Viewing, the 3-D Computer Graphics Image



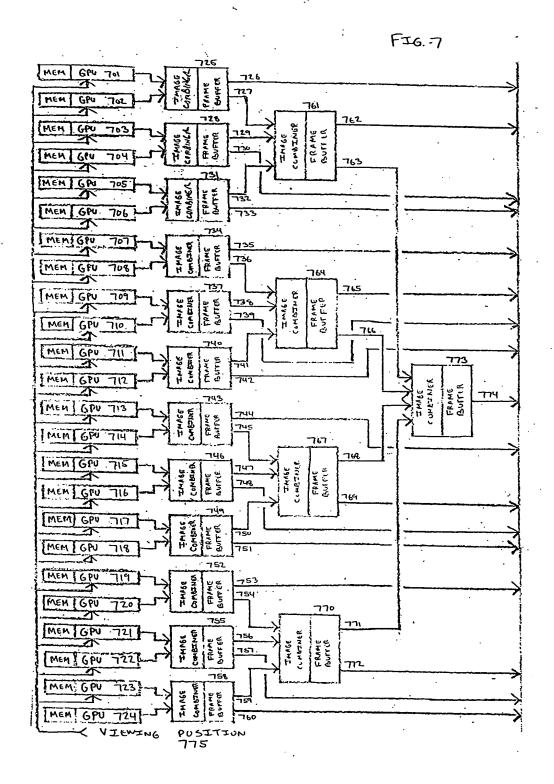
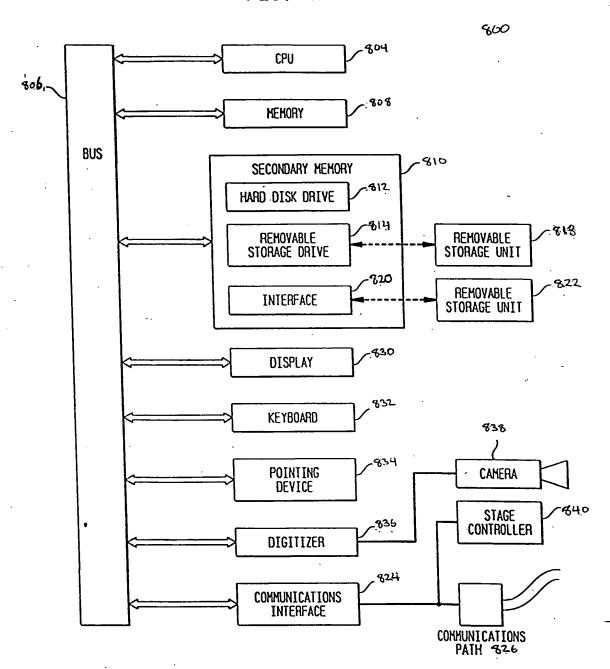


FIG. 3



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